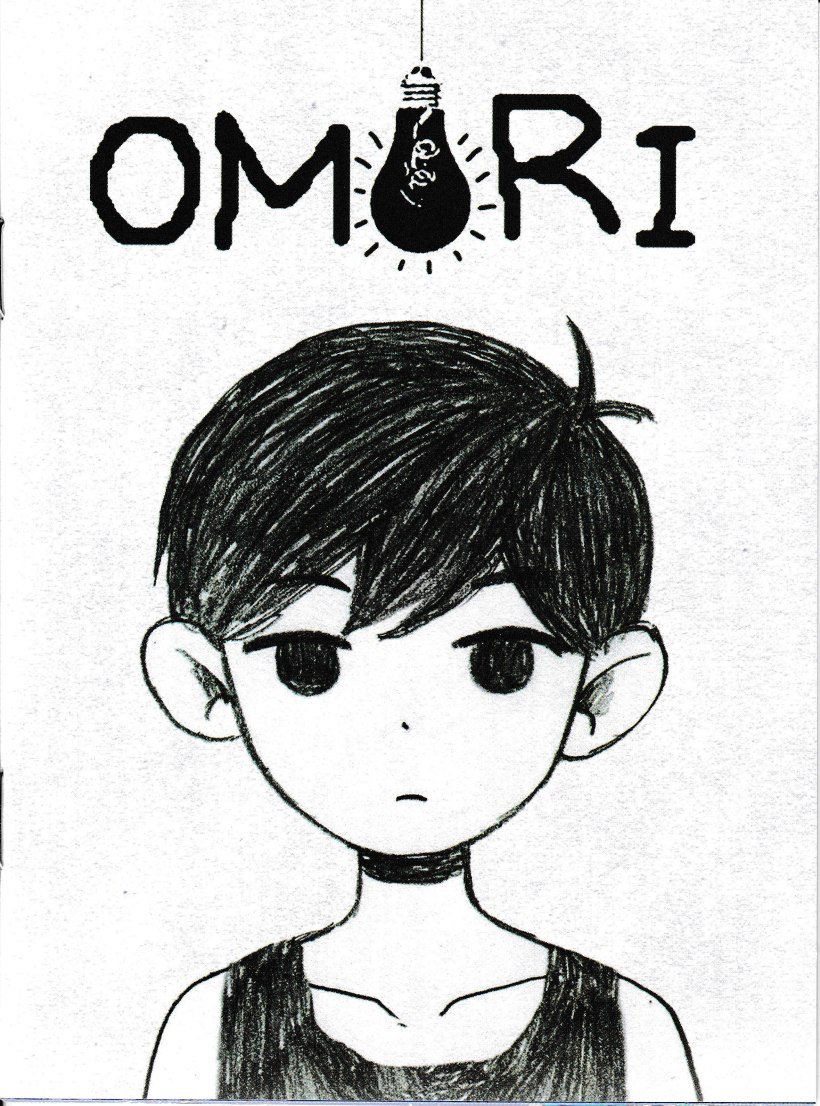
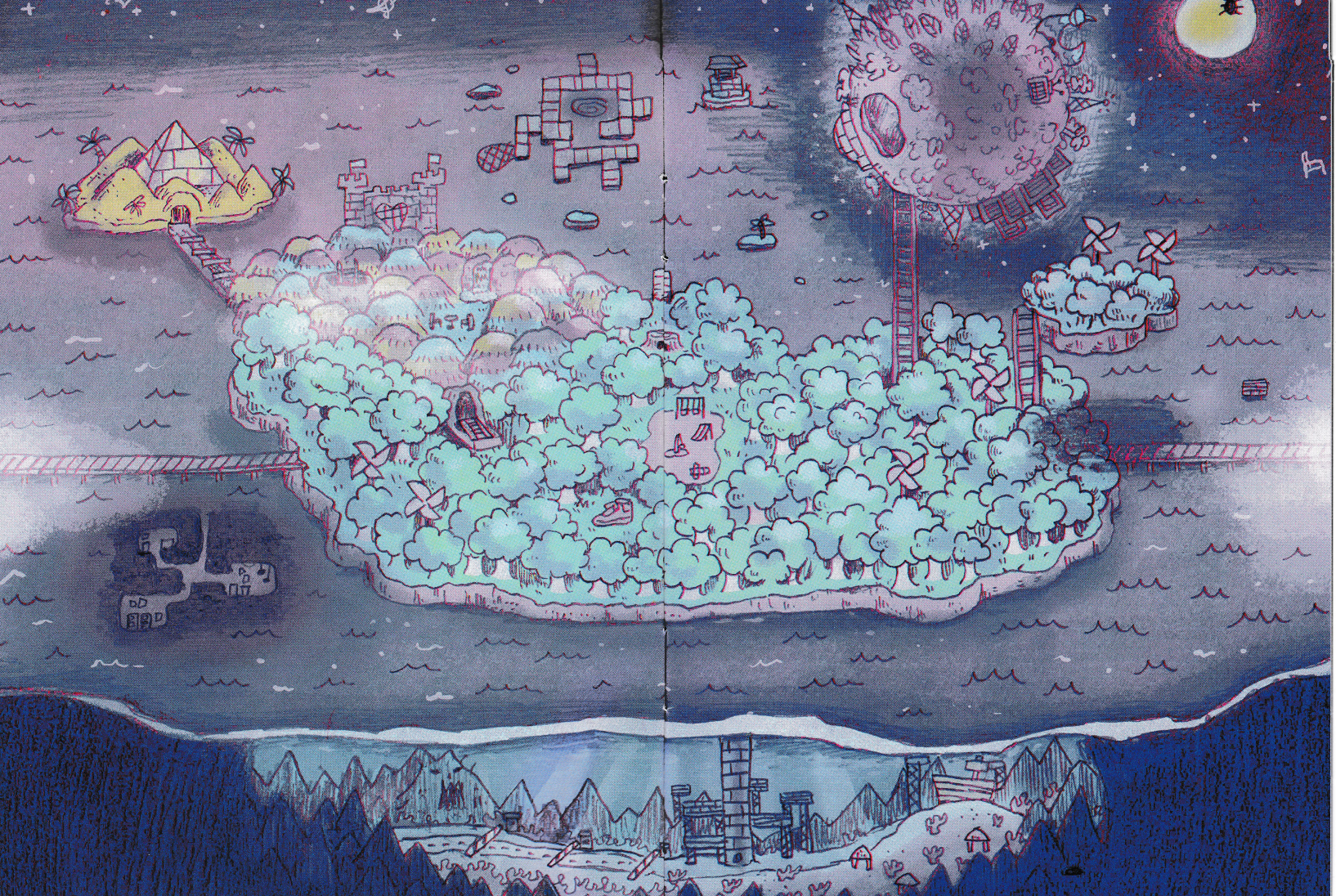
OMORI





WELCOME TO WHITE SPACE.

YOU HAVE BEEN LIVING HERE FOR AS LONG AS YOU CAN REMEMBER.

STORY

In OMORI, you will embark on a journey in search of your close friend BASIL, who has mysteriously vanished. This road will lead you to unexpected places, acquaint you with whimsical characters big and small, and pit you against your worst nightmares. At journey's end, you will discover the truth behind you and your friends.

Here are the characters you'll meet!

OMORI

CHARACTER STATS			
HEART	★★★	DEFENSE	★★★
JUICE	★★★★	SPEED	★★★★
ATTACK	★★★★	LUCK	★★★

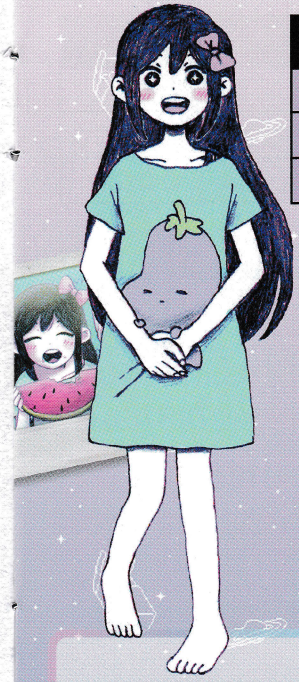
BIRTHDAY: ???

LIKES: AUBREY, KEL, HERO, MARI, BASIL, GRAPE SODA

DISLIKES: HEIGHTS, SPIDERS, DEEP WATER, CHERRY SODA, TOFU

This is OMORI. He's been living in WHITE SPACE for as long as he can remember, but it seems like he can't remember much else. His trusty KNIFE can cut through anything.

AUBREY



CHARACTER STATS			
HEART	★★★★★	DEFENSE	★★
JUICE	★★	SPEED	★★
ATTACK	★★★★★	LUCK	★★

BIRTHDAY: MAY 23

LIKES: MR. PLANTEGG, WATERMELON, CRAYONS, BUNNIES

DISLIKES: MEAN PEOPLE, BITTER MELON, IMMATURE PRANKS, KEL

The sweet and strong-willed AUBREY stands up for her friends in battle and is their constant source of morale. She carries MR. PLANTEGG, her plushie friend and WEAPON of choice, wherever she goes.

KEL

CHARACTER STATS			
HEART	★★	DEFENSE	★★
JUICE	★★★★★	SPEED	★★★★★
ATTACK	★★★	LUCK	★★★★

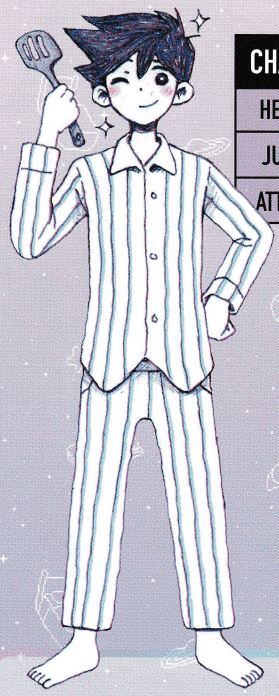
BIRTHDAY: NOV 11

LIKES: SPORTS, MILK, PHOTOBOMBING, HECTOR, DIGGING IN THE TRASH

DISLIKES: PICKLES, COOTIES, THINKING TOO HARD

Though he's got an impulsive and competitive streak, KEL is an ever loyal companion. You can count on his athletic talent and his dexterity with a ball to knock down foes. He holds his pet rock HECTOR dearly.

HERO



CHARACTER STATS			
HEART	★★★★	DEFENSE	★★★★★
JUICE	★★★★	SPEED	★
ATTACK	★	LUCK	★★★

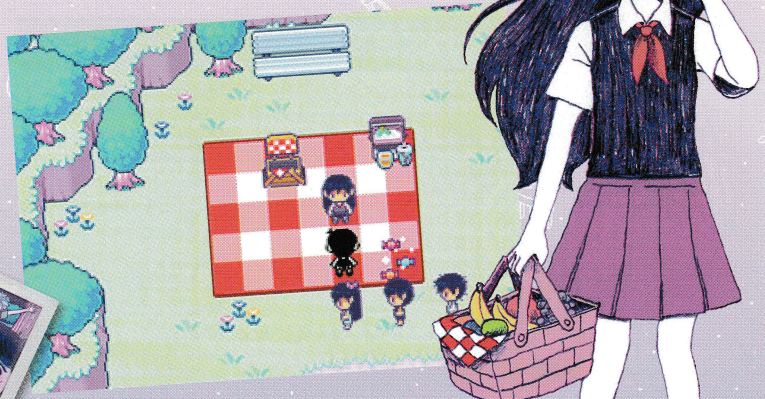
BIRTHDAY: JAN 1

LIKES: COOKING, BAKING, TEA, MARI'S HUGS, HELPING OTHERS

DISLIKES: SPIDERS, EXERCISE, SWEATING, INSTANT RAMEN

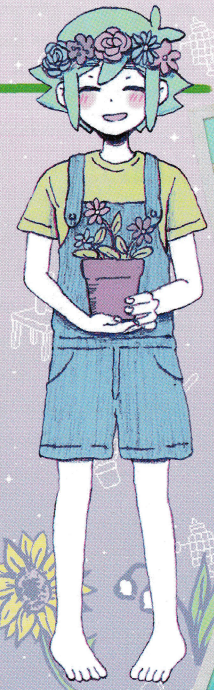
As the eldest, wisest, and most winsome, HERO often plays peacemaker within the gang and settles spats between AUBREY and KEL. He'll whip you up a restorative SNACK when you're feeling low.

MARI



Sweet MARI thinks of everything. She's set up full-service picnics all around HEADSPACE for you, and the only thing you really have to do is enjoy the delicious food that she's prepared! For some hang time with your friends, examine the cooler at the top-right of the blanket. You can even SAVE your progress here by examining the picnic basket. How lucky you are to have a sister like her!

BASIL



BASIL is a gentle soul and would rather tend to his plants than fight. He holds many things in his life dear, especially his friends. His favorite pastime is photographing their candid moments together.

GAMEPLAY

MENU

Use the PLAYER MENU to TAG your friends or EQUIP a WEAPON or CHARM, or even eat a SNACK from your POCKET. You can also go into the OPTIONS menu to change the game controls to your liking!

EQUIP

EQUIPMENT is divided into two types (WEAPONS and CHARMS) and is used to make your party members stronger. WEAPONS increase your friends' ATTACK. CHARMS increase other STATS and sometimes provide other special effects.

POCKET

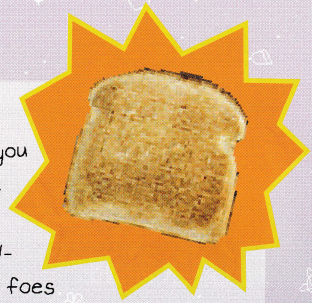
The ITEMS in your inventory are tucked into your nifty POCKET space. The POCKET is divided into three sections: SNACKS, TOYS, and IMPORTANT. SNACKS restore HEART and JUICE. TOYS can only be used in battle. IMPORTANT are usually key items that are relevant to the story.

SKILLS

SKILLS allow a character to do a variety of things in battle: deal damage, heal HEART, influence EMOTIONS, and much more. SKILLS cost JUICE to perform.

PLAYER MENU	
TAG	Lets you switch the LEADER of the party.
EQUIP	Access the EQUIP menu, which consists of WEAPONS and CHARMS.
WEAPONS	Lets you change your WEAPON. Weapons are specific to the characters.
CHARMS	Lets you change your CHARM. CHARMS can be equipped to any party member.
POCKET	Lets you access the POCKET menu; SNACKS, TOYS, and IMPORTANT.
SNACK	Access the SNACK menu, mainly used for CONSUMABLES that restore HEART or JUICE.
TOY	Access the TOY menu. Mainly used for CONSUMABLES that have other effects.
IMPORTANT	Access the IMPORTANT menu. Shows the important ITEMS.
SKILLS	Opens the SKILLS menu. This is where you can change your SKILLS.
OPTIONS	Opens the OPTIONS menu. Change the game settings here.

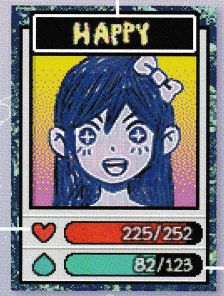
DON'T BE TOAST!



As you progress, you will face a variety of foes who will try to stop you from reaching your goal. To overcome these challenges, you must use your ATTACKS, SKILLS, EMOTIONS, FOLLOW-UPS, SNACKS, and TOYS to reduce all foes HEART to 0. If these foes reduce your entire party's HEART to 0, then you will become TOAST and lose.

HOW ARE YOU FEELING?

The top of the character portraits show what EMOTION the character currently has.

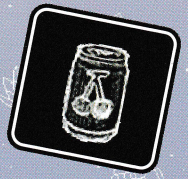


JUICE IT UP!

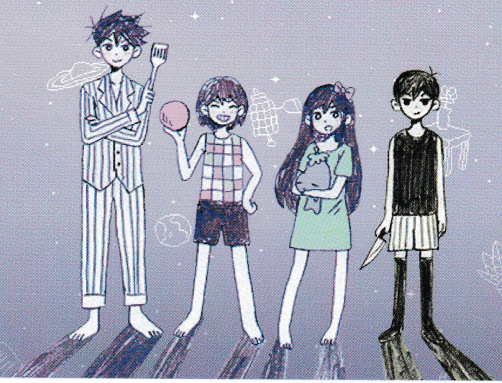
The blue bar shows how much JUICE that friend has remaining. JUICE is needed to use SKILLS.

HAVE HEART!

The red bar shows how much HEART that friend has remaining. If a friend runs out of HEART, they become TOAST.



CHARACTER STATS	
HEART	Shows the amount of damage you can take before you become TOAST. Friends who are TOAST can no longer fight in battle!
JUICE	Is needed in order to use SKILLS, which have various effects. Different SKILLS may require different amounts of JUICE.
ATTACK	A higher ATTACK increases the damage dealt to a foe.
DEFENSE	A higher DEFENSE reduces the amount of damage taken from a foe.
SPEED	SPEED determines the order in which friends and foes perform their actions.
LUCK	LUCK affects CRITICAL HIT rate, which is your chance to deal a more powerful blow to a foe!
HIT RATE	HIT RATE affects your chance to hit a foe. The lower your hit rate, the more likely you are to whiff attacks.
ENERGY	ENERGY is a collective stat shared between all friends and is needed to perform a FOLLOW-UP move.



How will you fight?

The character portraits are in the four corners of the screen.

BATTLE MENU

START	You can choose to either FIGHT or RUN. If you choose FIGHT, the next battle menu opens up. If you choose to RUN, you attempt to run from the fight. The more SPEED your friends have, the easier it is to run away.
MENU	You decide which actions you want each of your friends to perform. You have 4 options.

FIGHT MENU

ATTACK	Do a basic attack, basic attacks let you do FOLLOW-UP attacks.
SKILL	Use a SKILL.
SNACK	Access SNACK menu. Mainly used for consumables that restore HEART or JUICE.
TOY	Access the TOY menu. Mainly used for consumables that have other effects.

ONCE ALL THE ACTIONS HAVE BEEN SELECTED, THE BATTLE PLAYS OUT.

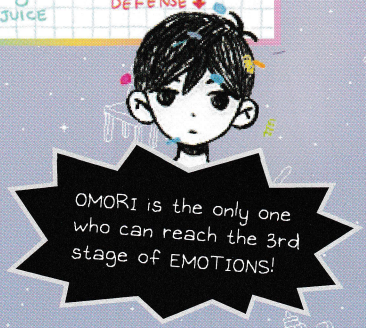
1. The friend or foe with the highest SPEED does their action first.
2. Once their action is done, then the friend or foe with the next highest SPEED does their action and so on and so forth.
3. Once all actions have been performed, then the round repeats.

EMOTIONS

EMOTIONS are status effects you can give your friends or foes that drastically change aspects of the game. EMOTIONS raise certain stats while lowering others. EMOTIONS also are strong against other EMOTIONS and weak to different ones. There are 5 categories of EMOTION: NEUTRAL, HAPPY, SAD, ANGRY, and AFRAID.

STAGES

Each of the HAPPY, SAD, and ANGRY EMOTIONS can reach higher stages if the effect is applied multiple times.



HAPPY: Increases LUCK and SPEED, decreases HIT RATE. It is strong against ANGRY and weak against SAD.

	LUCK	SPEED	HIT RATE
HAPPY	x2	x1.25	-10%
ECSTATIC	x3	x1.5	-20%
MANIC	x4	x2	-30%

SAD: Increases DEFENSE, decreases SPEED. When you take damage, it also reduces the amount of damage you take to your HEART, and you lose JUICE instead.

	DEFENSE	SPEED	HEART → JUICE
SAD	x1.25	-20%	30%
DEPRESSED	x1.35	-35%	50%
MISERABLE	x1.5	-50%	100%

ANGRY: Increases ATTACK, decreases DEFENSE. It is strong against SAD and weak against HAPPY.

	ATTACK	DEFENSE
ANGRY	x1.3	-50%
ENRAGED	x1.5	-70%
FURIOUS	x2	-85%

HERO SAYS...

Think of it like Rock, Paper, Scissors!

AFRAID: It is not strong against anything and is weak to HAPPY, SAD, and ANGRY. Friends that are AFRAID cannot use any SKILLS (including FOLLOW-UP SKILLS).

AFRAID	Damage taken from other EMOTIONS increased by x1.5

NEUTRAL: There are no stat changes. It is not strong against anything but not weak against anything either.

FOLLOW-UPS

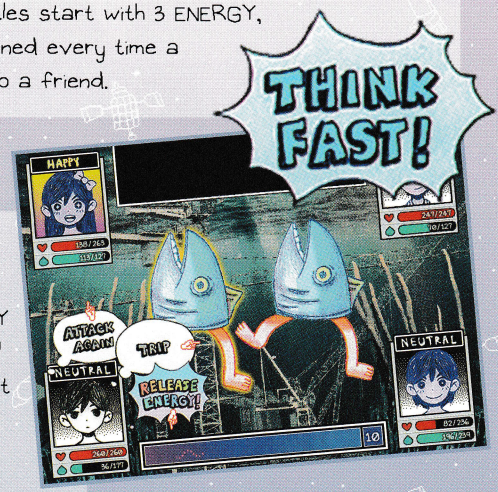
FOLLOW-UPS are powerful SKILLS that allow your friends to work together during battle. To perform a FOLLOW-UP, you must first have a party member use a basic attack. Once the attack is used, bubbles will appear next to the character's portrait. Select the direction indicated on the FOLLOW-UP that you wish to use, and it will be performed next.

HOW TO PERFORM A FOLLOW-UP

To do a FOLLOW-UP, attack and then press the button corresponding to the FOLLOW-UP move you want to use. Doing a FOLLOW-UP costs 3 ENERGY, except for RELEASE ENERGY which costs 10. Battles start with 3 ENERGY, and 1 ENERGY is gained every time a foe deals damage to a friend.

ENERGY

ENERGY is needed to perform FOLLOW-UPS in battle. ENERGY is shared between all friends. If you do not have enough ENERGY when doing a basic attack, the bubbles will be transparent.



ENERGY BAR

The bar in the middle at the bottom of the screen is the ENERGY bar. This is a collective stat shared by all friends. Needed to use FOLLOW-UP ATTACKS.

TAG

To the power of teamwork!

You're it! TAGGING in your friends isn't just a fun game, it's a mechanic that can actually assist you on your adventure. OMORI and his friends each have a special TAG ability that can be used in unique scenarios. All of them will come in handy as you face new challenges.

OMORI'S CUT

OMORI can cut roots, traffic cones, wires, and even big mushrooms with proper training!

KEL'S THROW

KEL can throw balls at anything... as long as he's standing on a platform! Maybe one day he'll learn how to aim!

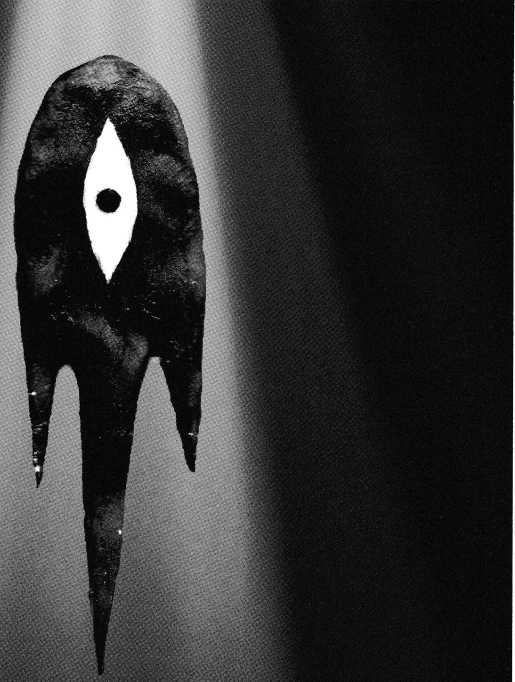
AUBREY'S SMASH

AUBREY can smash giant junk blocks, pots, barrels, and once in a while, a sad statue of a blue man!

HERO'S CHARM

HERO can CHARM NPCs to get free stuff and discounts!

STAB replaces TAG, but only during certain parts of the story...



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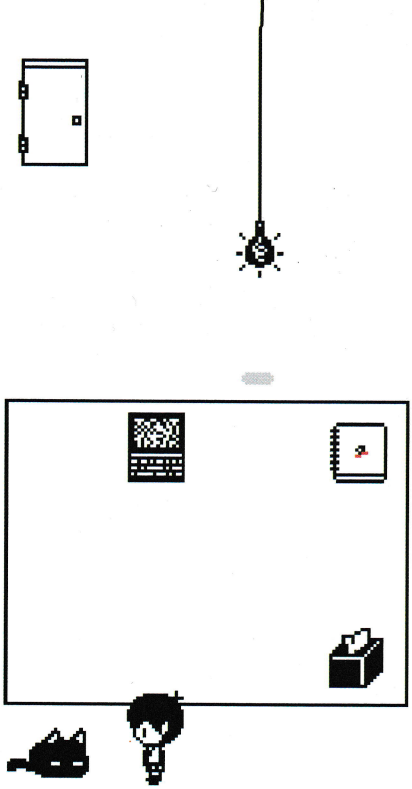

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